# MOAB – A Star Wars: Shatterpoint Tournament (Players Pack)

## Event Introduction

The Star Wars Shatterpoint event at MOAB 2024 will be held on Sunday 6th of October.

The event will be held at Sylvania Heights Community & Youth Club, Box Road, Sylvania NSW 2224

## The MOAB Event Overview

Tickets for entry to Shatterpoint at MOAB can be purchased [here](https://www.motherofallbattles.org/tournaments-2024). The ticket price is $40.

## Event Format

MOAB will consist of 4 Swiss Rounds of Shatterpoint.

MOAB will be using Atomic Mass Games official ***Premiere Showdown Event*** rules, meaning that each player will have to bring four strike teams. Please refer to the ***Premiere Showdown Event*** rules [here](https://cdn.svc.asmodee.net/production-amgcom/uploads/2023/09/SWP_PREMIER_SHOWDOWN_082023.pdf). Players may refer to the ***Premiere Showdown Event*** rules for Event Round Times, Mission Critical format, Pairings format, etc.

Once a ticket has been purchased, you must also sign up to the event management software [here](https://www.longshanks.org/event/17239/).

## Event Rules

### Event Arbiters

The event organiser will be the lead arbiter for the event. Arbiters are there to assist players in situations where players are unsure as to a rules interaction. There is nothing wrong with calling an arbiter to your table to make a ruling. Where there is a dispute, it is encouraged that an arbiter be involved to resolve the dispute. An arbiter’s decision will be final, even if it is later found to be incorrect.

More information about arbiters is available in the ***Premiere Showdown Event*** rules, found [here](https://cdn.svc.asmodee.net/production-amgcom/uploads/2023/09/SWP_PREMIER_SHOWDOWN_082023.pdf).

### Painting

The use of painted models ***is not required*** for the event. However, painting is highly encouraged as painted models not only look great, but there will also be painting prizes!

### Tournament Software & List Submission

MOAB will be using Longshanks to run the event pairings and record results. Players will be required to submit their ***Premiere*** Strike Teams to Longshanks ([here](https://www.longshanks.org/event/17239/)) at least 48 hours prior to the start of MOAB (i.e., no later than 9am on Friday the 4th of October).

***Please*** remember to also select the ***mission pack*** that you intend to use for the entirety of MOAB.

***Please*** enter SPT codes for your ***Premiere*** Strike Team. Most team-builders of choice have the capacity to export SPT codes, such as [Point Break](https://pointbreaksw.com/#/) and [Hunker Strike](https://play.google.com/store/apps/details?id=com.fitret.hunker_strike&pli=1). Exported SPT codes can be directly pasted into Longshanks.

### Allowed Products and Rules

MOAB will allow the use of all Star Wars Shatterpoint products available and fully released as of the 27th of September 2024. The rules for conversions etc. are available in the ***Premiere Showdown Event*** rules ([here](https://cdn.svc.asmodee.net/production-amgcom/uploads/2023/09/SWP_PREMIER_SHOWDOWN_082023.pdf)). As this is an Atomic Mass Games sponsored event, proxied models will generally not be allowed.

MOAB will use any Star Wars Shatterpoint documents and Rules Forum Rulings effective as of the 27th of September 2024. General Star Wars Shatterpoint rules documents can be found [here](https://www.atomicmassgames.com/swp-rules/), whilst the Rules Forums Rulings website can be found [here](https://forums.atomicmassgames.com/forum/180-star-wars-shatterpoint-rules-questions/).

### A Note on Round Timings

As per the ***Premiere Showdown Event*** rules, all game rounds will be 120min + a variable extra amount of time. Mission Critical will be in effect after 90min for all rounds. Rounds will start a ***minimum*** of 10min after each round is drawn. Each player will have a ***maximum*** of 10min after time is up to complete their turn and submit scores. If a player turn has not been finished more than 10min after the round time has been reached, an arbiter will instruct you on calculating the final scores.

***Please*** consider your opponent when playing your turns. Try to make decisions within a reasonable timeframe as time is shared. If your opponent is taking too long on their turn, feel free to call an arbiter.

## MOAB Event Schedule

### Sunday 6th October

8:30am – MOAB opens to players

8:45am – Announcements & Round 1 Draw

9:00am – ***Round 1***

11:10am – Round 2 Draw

11:20am – ***Round 2***

1:30pm – **LUNCH**

2:00pm – Round 3 Draw

2:10pm – ***Round 3***

4:20pm – Round 4 Draw

4:30pm – ***Round 4***

6:40pm – Pack up & Prizes

ROUND TIMES MAY BE ADJUSTED ON THE DAY AS REQUIRED

## MOAB Prizes

MOAB organisers will be providing the following Trophies as Prizes:

1st Place Overall

2nd Place Overall

3rd Place Overall

Best Painted Individual Miniature (determined by one of the event organisers)

Best Painted Strike Team (determined by one of the event organisers)

Additionally, there will be a Trophy for ‘Favourite Opponent’, which will be determined by the most player votes for that player.

Additional prizes may be provided by Let’s Play Games (an official sponsor of MOAB) – more will be confirmed sooner to the date!

### Additional Questions or Clarifications

If you have any additional questions before the event, please reach out to Tom Harper at [t.a.harper44@gmail.com](mailto:t.a.harper44@gmail.com), who will hopefully be able to answer your Shatterpoint-related question directly, or put you in touch with someone who can.